English Instructions
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Instructions en francais
Instrucciones en espanol
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PARKER

FROGGER

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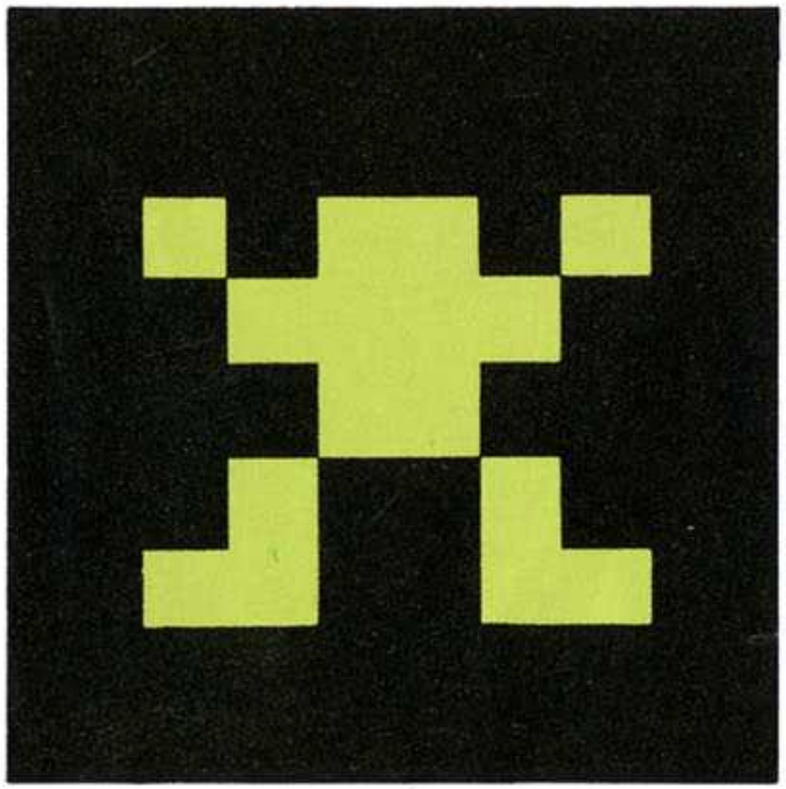
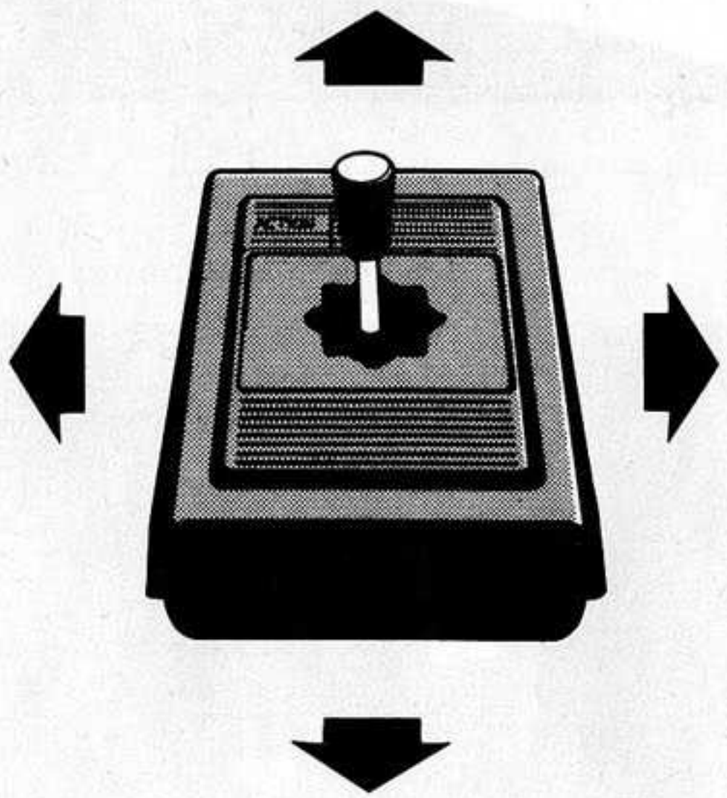
·ENGLISH INSTRUCTIONS·FROGGER·ENGLISH INST



Leapin' Frogger! Home may look like it's only a hop, skip, and a jump away, but looks can be deceiving. First, there's a dangerous highway to hop across, full of cars and trucks. Then there's a swirling river to leap, full of frog-eating creatures. How's Frogger going to get home safely? By letting you hop him on his way. Guide Frogger safely through this perilous journey, and you'll jump for joy.

OBJECT

The object of the game is to hop as many frogs to safety as you can – and to score the most points along the way!



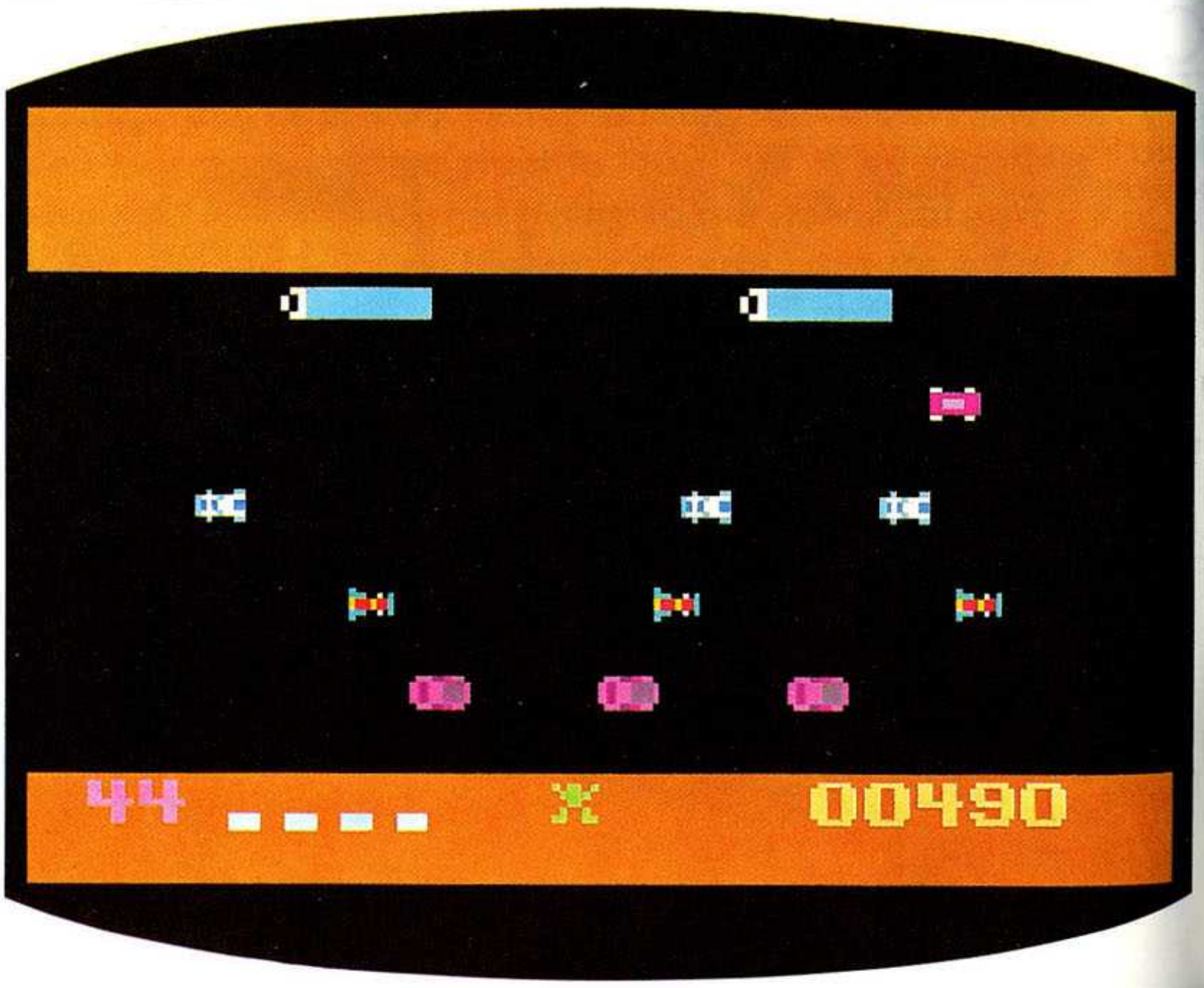
SETTING THE CONTROLS

1	Place the game cartridge into the cartridge slot.
2	Press RESET. You'll see an Introduction Screen with a jumping frog and HIGH SCORE.
3	When this is over you'll switch to the road screen and you're ready to play.

PLAYING

Frogger's journey takes place on two different screens. The first screen takes Frogger from the pavement across a busy highway. When you get this far the screen switches to the river phase: from the riverbank across the river to home bay and safety. Once you reach the river phase there's no going back to the street; you've got to get across the river.

You'll start the game with 5 frogs. The first frog is shown on the pavement below the traffic. The number of frogs remaining is indicated by blue rectangles on the lower left hand part of the screen , below the traffic.



TIME

You have 45 seconds to move Frogger from the pavement and into a home bay, one of the blue, open-ended squares at the top of the river phase screen. The time clock is in the lower left-hand corner of the screen. You'll hear a warning sound when you have 10 seconds remaining.

If you run out of time before you get Frogger home, you'll "splooch" him (lose him). You'll hear a sound, then see a skull on the spot where Frogger was when his time ran out.

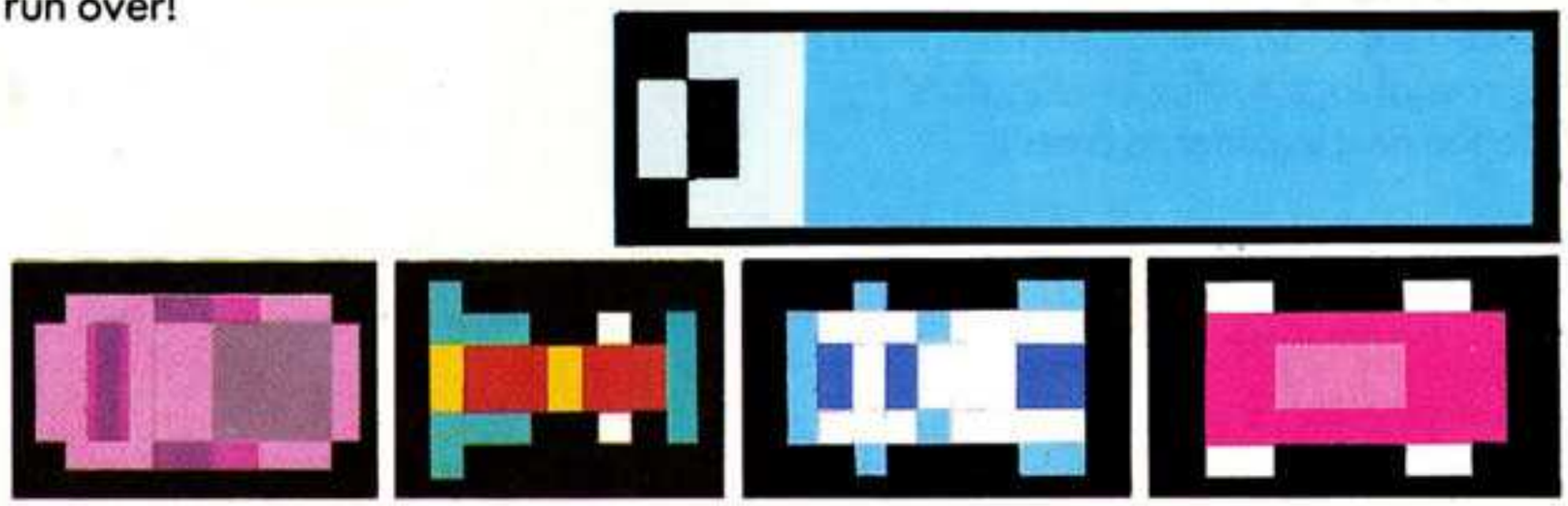
However, if you take Frogger home before the time is up, you'll score 10 points for each second remaining.

FROM THE PAVEMENT TO THE RIVERBANK

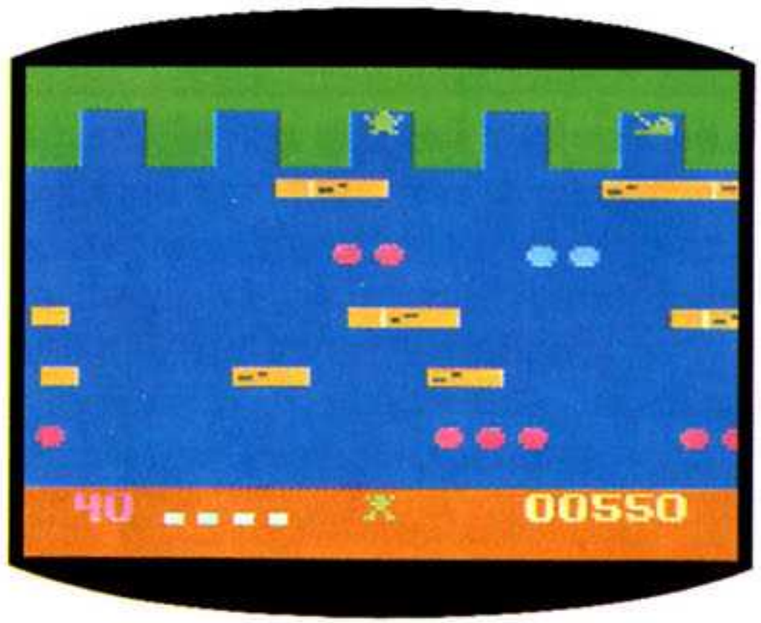
Frogger starts his perilous journey on the pavement, facing 5 lanes of cars and trucks. You're ready to start Frogger hopping as soon as the screen appears.

Try to get Frogger through the lanes of traffic. Traffic travels in alternating directions and at different speeds, so be careful. Frogger will get "splooched" if he touches any part of a vehicle or is run over!

In the first level Frogger can make a lateral jump over the vehicles. But be careful, this is a difficult and dangerous jump!



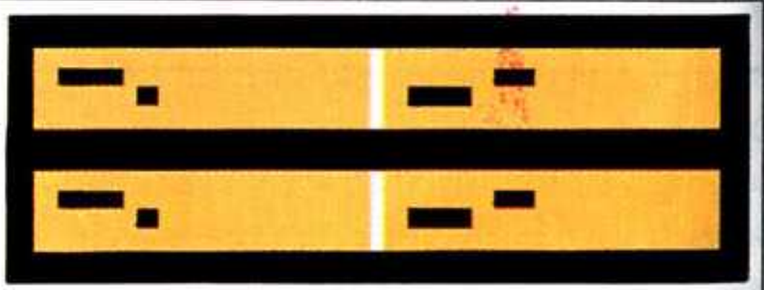
FROM THE RIVERBANK ACROSS THE RIVER



Because Frogger can't swim in the river (the current is too strong), hop him from one row of logs, turtles, or alligators onto the next in order to cross it.

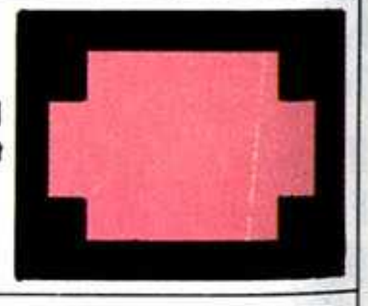
1 LOGS:

Frogger can hop from side to side on a log; he can also jump forward and backward onto another floating object. But he'll land in the river if he leaps to the left or right of a log.



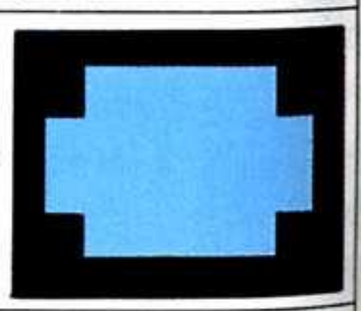
2 TURTLES:

The red objects that float on the river are the turtles. Frogger can hop on their backs as well between a set of them (2 or 3 turtles in a row). He can jump forward and backward from a turtle onto another floating object. But he'll land in the river if he jumps to the left or right off either of the end turtles.

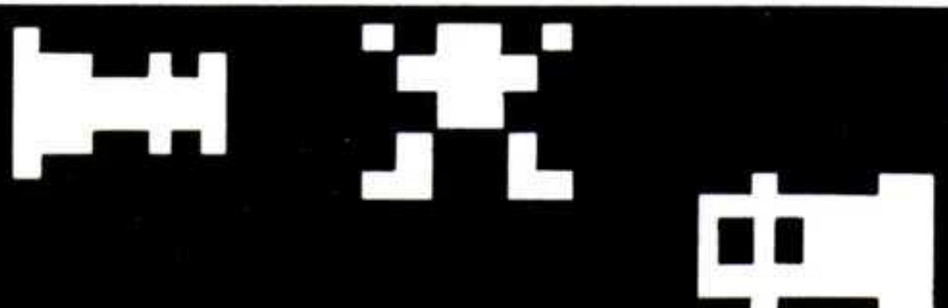


3 DIVING TURTLES:

These tricky turtles can float on the water and dive under the water! When they're red, it's safe for Frogger to jump on their backs. But once they turn blue, watch out! That means they're getting ready to dive, so hop Frogger onto another floating object fast! If you're not quick enough, Frogger will get "splooched".



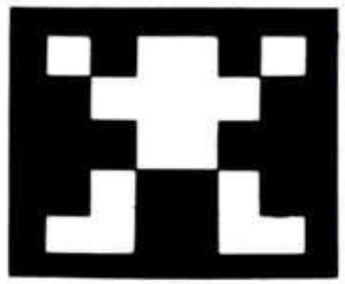
But these turtles can't stay underwater forever. When you see a set of blue turtles suddenly appear on the screen, this means they're coming up for air. They'll soon be changing from blue to red, so Frogger will be safe on their backs until they dive again.



While crossing the river, here are some other things you may encounter:

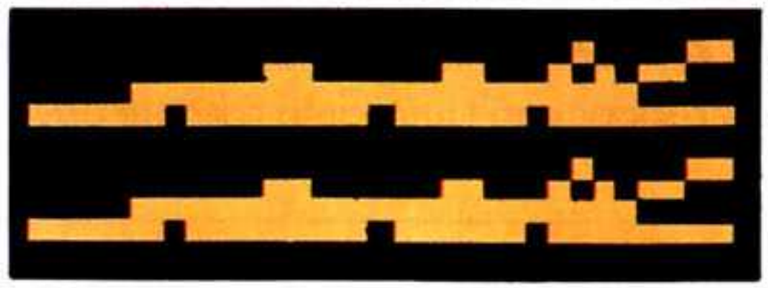
1 LADY FROG:

Occasionally you'll see a white "lady" frog on a log. Hop Frogger onto the log to try to rescue her. If you do, you'll hear a sound, then you'll see only one frog. Now try to get Frogger home to safety. When you do, you'll earn bonus points.



2 ALLIGATORS:

There are alligators floating in the river. They'll have their jaws open, just waiting for a tender Frogger morsel to jump their way! Frogger is safe on an alligator's body, but he's a goner if he jumps into the alligator's jaws!



3 SNAKES:

Snakes will appear on the riverbank as the game gets more difficult. Keep Frogger away from any part of a snake or Frogger will get "splooched".
Frogger can make a lateral jump over a snake. But be careful, this is a difficult and dangerous jump!

4 FLOATING OFF-SCREEN:

Be careful not to let Frogger float off-screen. If he does, he'll get "splooched" and you'll lose him.

FROM THE RIVER TO HOME BAY

Successfully hop Frogger into a home bay and he's safe and sound! You'll score points each time you bring Frogger home, and get bonus points each time you bring 5 frogs home.

When leaping Frogger into his home bay, here are some things to watch for:

1 JUMPING HOME:

Hop Frogger into a home bay when he's directly in front of it. If Frogger hits any part of the shrubbery on the sides of the home bay, he'll get "splooched".

2 OCCUPIED HOME BAY:

Frogger can't jump into a home bay that's occupied by another frog.

3 ALLIGATOR'S HEAD:

If an alligator's head is showing in a home bay, it's not safe for Frogger to jump in.

4 FLY:

If you hop Frogger into a home bay while a fly is showing, Frogger gets a free meal – and you score extra points.

GAME DIFFICULTY

Frogger has eight skill levels. Each time you bring 5 frogs home, you'll move to a higher level.

At level 2 alligators will appear on the river.

At level 3 snakes will appear on the riverside.

At level 6 and higher you will have only diving turtles on the lowest river row.

When you complete skill level 8 the system will restart at level 4 and continue from there.

END OF GAME

The game ends when no frogs are left. The system will automatically reset so you can play again. You'll see the Introduction Screen and the HIGH SCORE and then you'll start to play again.

If you press the RESET button you will also get the Introduction Screen, but the HIGH SCORE will reset to 0.

SCORING

Your score is shown on the lower right hand part of the screen.

Points accumulate as follows:

Jumping Frogger forward	10 POINTS
Successfully jumping Frogger home	50 POINTS
Successfully jumping 5 frogs home	1000 POINTS
Taking a lady frog home	200 POINTS
Eating a fly	200 POINTS
Extra points for time remaining	10 POINTS per second remaining